I Claim:

1. A method for controlling play of games comprising:

during play of the game scanning a player thereof to acquire image data of the player;

transmitting said acquired image data to a processor;

said processor comparing said received acquired image data to identification data stored in an electronic library to determine if the acquired image data corresponds to said stored identification data to identify the player;

if said received acquired image data corresponds to the identification data of a player of said library, said processor determining whether the player is an undesirable; and

if it is determined that the received acquired image data does correspond to an undesirable, said processor causing preventative action to be undertaken.

2. The method of claim 1 wherein the preventative action comprises disabling the game.

3. The method of claim 1 wherein the preventative action comprises notifying security personnel.

4. The method of claim 1 wherein the preventative action comprises causing one or more security cameras to target said game and undesirable.

5. The method of claim 1 wherein the undesirable is selected from the group consisting of criminals, cheaters, compulsive gamblers and under-age patrons.

6. The method of claim 1 further comprising acquiring image data corresponding to a facial image of the player, said facial image acquired by a camera in combination with an infrared light source.

7. A method for controlling play of games comprising:

inputting and storing reference informational data from each player including player identification data and matching physical identification image data into a data processor memory to form a library of files of identified players and their corresponding physical identification image data;

during play of the game scanning the player thereof to acquire image data of the player;

transmitting said acquired image data to said processor;

said processor comparing said received acquired image data to said identification data of said library to determine if acquired image data corresponds to said stored identification data to identify the player;

if said received acquired image data corresponds to the identification data of a player of said library, said processor determining whether the player is an undesirable; and

if it is determined that the received acquired image data does correspond to an undesirable, said processor disabling said game.

8. The method of claim 7 wherein the game is a slot machine which the player plays by inputting a wager into the machine, the method including locating a camera on the machine at a position to scan the player playing the machine to acquire the image data of the player.

9. The method of claim 7 including storing the physical identification data as data corresponding to the facial image of the player.

10. The method of claim 9 further comprising acquiring the facial image using a camera in combination with an infrared light source.

11. The method of claim 7 including storing the physical identification data as data corresponding to the characteristics of the player's eyes.

12. The method of claim 7 including storing the physical identification data as data corresponding to an infrared image of the player's face.

13. The method of claim 7 wherein the undesirable is selected from the group consisting of criminals, cheaters, compulsive gamblers and under-age patrons.

14. A method for controlling play of games comprising:

inputting and storing reference informational data from each player including player identification data and matching physical identification image data into a data processor memory to form a library of files of identified players and their corresponding physical identification image data;

during play of the game scanning the player thereof to acquire image data of the player;

transmitting said acquired image data to said processor;

said processor comparing said received acquired image data to said identification data of said library to determine if acquired image data corresponds to said stored identification data to identify the player;

if said received acquired image data corresponds to the identification data of a player of said library, said processor determining whether the player is an undesirable; and

if it is determined that the received acquired image data does correspond to an undesirable, said processor causing security personnel to be notified of the play, said notification including a game identification parameter.

15. The method of claim 14 wherein the game is a slot machine which the player plays by inputting a wager into the machine, the method including locating a camera on the machine at a position to scan the player playing the machine to acquire the image data of the player.

16. The method of claim 14 including storing the physical identification data as

data corresponding to the facial image of the player.

17. The method of claim 16 further including acquiring the facial using a camera in combination with an infrared light source.

18. The method of claim 14 including storing the physical identification data as data corresponding to the characteristics of the player's eyes.

19. The method of claim 14 including storing the physical identification data as data corresponding to an infrared image of the player's face.

20. The method of claim 14 wherein the undesirable is selected from the group consisting of criminals, cheaters, compulsive gamblers and under-age patrons.

21. A method for controlling play of games comprising:

inputting and storing reference informational data from each player including player identification data and matching physical identification image data into a data processor memory to form a library of files of identified players and their corresponding physical identification image data;

during play of the game scanning the player thereof to acquire image data of the player;

transmitting said acquired image data to said processor;

said processor comparing said received acquired image data to said identification data of said library to determine if acquired image data corresponds to said stored identification data to identify the player;

if said received acquired image data corresponds to the identification data of a player of said library, said processor determining whether the player is an undesirable; and

if it is determined that the received acquired image data does correspond to an undesirable, said processor causing one or more security cameras to focus on said game and said undesirable.

22. The method of claim 21 wherein the game is a slot machine which the player plays by inputting a wager into the machine, the method including locating a camera on the machine at a position to scan the player playing the machine to acquire the image data of the player.

23. The method of claim 21 including storing the physical identification data as data corresponding to the facial image of the player.

24.The method of claim 23 further including acquiring the facial image using a camera in combination with an infrared light source.

25. The method of claim 21 including storing the physical identification data as data corresponding to the characteristics of the player's eyes.

26. The method of claim 21 including storing the physical identification data as data corresponding to an infrared image of the player's face.

27. The method of claim 21 wherein the undesirable is selected from the group consisting of criminals, cheaters, compulsive gamblers and under-age patrons.

28. A method for identifying compulsive gamblers comprising:

during play of the game scanning a player thereof to acquire image data of the player;

transmitting said acquired image data to a processor;

said processor comparing said received acquired image data to identification data stored in an electronic library to determine if the acquired image data corresponds to said stored identification data to identify the player;

if said received acquired image data corresponds to the identification data of a player of said library, said processor determining whether the player is an undesirable;

if it is determined that the received acquired image data does correspond to an undesirable, said processor causing preventative action to be undertaken;

if said received acquired image data does not correspond to the identification data of a player of said library, said processor opening a new anonymous file for said player and storing in the memory of said processor file biometric identification information of said player and preestablished parameters of play of the identified game; and

if said preestablished parameters reach a designated level, said processor causing casino personnel to be notified of a potential compulsive gambler.

29. A combination comprising:

an electronic gaming machine; and

means for passively acquiring a player's biometric identification data and transmitting the biometric identification data to a central computer system such that the central computer system compares the acquired biometric identification data to stored biometric identification data of anonymous players to determine whether a match has occurred.

30. The combination of claim 29 wherein the acquired identification data is used to identify undesirables.

31. The combination of claim 30 wherein the gaming machine is disabled upon the identification of an undesirable.

32. The combination of claim 29 wherein the acquired biometric identification

data corresponds to a player's facial image.

33. The combination of claim 32 wherein the facial image is acquired by a camera and infrared light source proximate said gaming machine.

34. The combination of claim 33 wherein the camera and infrared light source are internal to said gaming machine.